METRIC to New (Coastal) ENGLISH 3D

(Converting Metric Design Files to Coastal English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (1000 / 4) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into English Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these Metric coordinates to *English* coordinates. (To be used later)
   Coordinate Value x 3.28083333….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded Metric coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 3.28083333… (xy & z)
   (this number comes from : 3.28083333333…)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 2030000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

Old ENGLISH to New (Coastal) ENGLISH 3D

(Converting Old English Design Files to Coastal English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 100) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to use in the translation.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: **4.0000** (xy & z)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 2030000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

METRIC to New (WP) ENGLISH 3D

(Converting Metric Design Files to Western Piedmont English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (1000 / 4) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into English Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these Metric coordinates to *English* coordinates. (To be used later)
   Coordinate Value x 3.28083333….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded Metric coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 3.28083333… (xy & z)
   (this number comes from : 3.28083333333…)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 910000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

New (all) ENGLISH to METRIC 3D

(Converting Western Piedmont English Design Files to Metric)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 400) English (new)

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into Metric Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these English coordinates to *Metric* coordinates. (To be used later)
   Coordinate Value x 0.30480061….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 0.30480061 (xy & z)
   (this number comes from : 1 / 3.28083333333…)

7. Change the working units of the design file:
   MU- m
   SU- mm
   RESOLUTION- 1000 Per m
   4 Positional Units Per mm

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 0 , 0 , -536870.9120
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **METRIC** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

New ENGLISH (all) to OLD ENGLISH 3D

(Converting Western Piedmont English Design Files to Old English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 400) New English

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to use in the translation.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: **0.2500** (xy & z)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   100 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = -10000.00,-10000.00,-2147483.6480 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

METRIC to OLD ENGLISH 3D

(Converting Metric Design Files to Old English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (1000 / 4) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into English Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these Metric coordinates to *English* coordinates. (To be used later)
   Coordinate Value x 3.28083333….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded Metric coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 0.82020833… (xy & z)
   (this number comes from : 4 / 3.28083333333…)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   100 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = -10000.00,-10000.00,-2147483.6480 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

Old ENGLISH to New (EP) ENGLISH 3D

(Converting Old English Design Files to Eastern Piedmont English)

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 100) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to use in the translation.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: **4.0000** (xy & z)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 1470000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

Old ENGLISH to METRIC 3D

(Converting Old English Design Files to Metric)

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 100) English (old)

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into Metric Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these English coordinates to *Metric* coordinates. (To be used later)
   Coordinate Value x 0.30480061….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 1.21920244 (xy & z)
   (this number comes from : 3.28083333333 / 4)

7. Change the working units of the design file:
   MU- m
   SU- mm
   RESOLUTION- 1000 Per m
   4 Positional Units Per mm

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 0 , 0 , -536870.9120
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **METRIC** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

Old ENGLISH to New (Mtn.) ENGLISH 3D

(Converting Old English Design Files to Mountains English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 100) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to use in the translation.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: **4.0000** (xy & z)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 350000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

Old ENGLISH to New (WP) ENGLISH 3D

(Converting Old English Design Files to Western Piedmont English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (10 / 100) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to use in the translation.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….

5. Place a **SHAPE** with the rounded English coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: **4.0000** (xy & z)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 910000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

METRIC to New (Mtn.) ENGLISH 3D

(Converting Metric Design Files to Mountains English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (1000 / 4) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into English Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these Metric coordinates to *English* coordinates. (To be used later)
   Coordinate Value x 3.28083333….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded Metric coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 3.28083333… (xy & z)
   (this number comes from : 3.28083333333…)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 350000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*

METRIC to New (EP) ENGLISH 3D

(Converting Metric Design Files to Eastern Piedmont English)

12-01

Procedure

1. *Make a **BACKUP-COPY** of the files!*
   Turn **ON**: GRAPHIC GROUP LOCK and KEYPOINT SNAP LOCK!!

2. Check the working units of the file. (1000 / 4) Metric

3. **VI=top**

4. Pick a set of coordinates (xyz) in this file to convert into English Coordinates.
   a) Zoom out- Pick a coordinate in the lower left corner.
   (Round it to no decimal places)
   b) Zoom out- Pick a coordinate in the upper right corner.
   (Round it to no decimal places)
   This area should cover the entire project….
   Convert these Metric coordinates to *English* coordinates. (To be used later)
   Coordinate Value x 3.28083333….
   (Use all 8 decimal places for this conversion)

5. Place a **SHAPE** with the rounded Metric coordinates that you chose in step 4. The first coordinate should coincide with the lower left corner of the shape and the second coordinate should coincide with the upper right corner of the shape.

6. Fence the entire shape (including the project) and **SCALE FENCED AREA** by a factor of: 3.28083333… (xy & z)
   (this number comes from : 3.28083333333…)

7. Change the working units of the design file:
   MU- ‘
   SU- th
   RESOLUTION- 10 Per ‘
   400 Positional Units Per th

8. The **GLOBAL ORIGIN** must be set according to the area of the State that you are working in. This is based on the same areas that our seed files are based on.
   GO = 1470000.0 , 0 ,-536870.9120 Note the ‘-‘ !!!
   Hit the **RESET** button when prompted for the ***MONUMENT POINT***.

9. **MOVE FENCE CONTENTS** about a known coordinate.
   Choose the lower left corner and when prompted to **DEFINE DISTANCE** to move, type **XY=** (the **ENGLISH** xyz coordinate value for that corner – determined in step 4.)

10. When the move has been completed, the coordinate for the upper right corner should match with the converted value from step 4.
    If this is not the case, you have done something wrong. START OVER!!!

11. Once the file is correctly converted, **FILE >> SAVE SETTINGS**, before exiting so that the Working Units will be saved in this file!!!

*Note: It is important that the order of these steps be followed **EXACTLY** as presented in order For the conversion to be correct….*